

Gaming In Academic Libraries: Collections, Marketing, And Information Literacy

by Amy Harris; Scott E Rice

Oct 31, 2008 . Gaming in academic libraries: collections, marketing, and information literacy. Front Cover. Amy Harris, Scott E. Rice. Association of College Librarians . The Librarians Guide to Gaming :: An Online Toolkit :: Models . Enhancing Teaching and Learning in the 21st-Century Academic . - Google Books Result In addition to teaching the LIB 220 science information literacy course, she is the liaison to the Biology . chapter on gaming in academic libraries in "Gaming in Academic Libraries: Collections, Marketing, and Information Literacy" published by Games in Libraries: Essays on Using Play to Connect and Instruct - Google Books Result Teaching Information Literacy: 50 Standards-Based Exercises for College . Gaming in Academic Libraries: Collections, Marketing, and Information Literacy. Gaming in academic libraries : collections, marketing . - WorldCat Oct 1, 2008 . Gaming in Academic Libraries: Collections, Marketing, and Information Literacy Instruction That Works: A Guide to Teaching by Download - CUNY Academic Works

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Chicago, IL. Waelchli, P. (2009), "Gaming in libraries class- Guest Paul Waelchli on information Home - Games and Activities for Energizing Library Instruction . Oct 1, 2008 . Gaming in Academic Libraries: Collections, Marketing, and Information Literacy is a lively volume containing sixteen examples of the use of Gaming in Academic Libraries - Journal of Library Innovation integrating games into information literacy instruction "capitalizes on the . book Gaming in Academic Libraries: Collections, Marketing, and Information. Literacy Designing Online Information Literacy Games Students Want to Play - Google Books Result